

BBM 359: INTERNET AND WEB DESIGN

PREREQUISITES: BBM 220, BBM 226

Course Purpose

To introduce students to the fundamentals of web design and internet programming

Course Objectives

1. To explain the purpose and significance of web development
2. To explore various techniques and tools of software development
3. To examine the phases of software development and management
4. To classify the various software development models

Learning Outcomes

At the end of this course, students should be able to:

1. Describe the purpose and significance of web development
2. Compare various techniques and tools of software development
3. Illustrate all the phases of software development and management
4. Apply the various software development models

Course content

Overview of the web design and internet development process; Introduction to HTML; Objects, graphics and animations; Pictures, effects, images and colouring; web design platforms; filling out forms; layers and positioning; behaviour modifications; plug-ins and active content; tools for automating web pages; Scripting; script development; frames, documents, and windows; Database connectivity; Animations; tools; method of animation. Understanding and managing of all phases of web design.

Learning and Teaching Methodologies

Lectures, Group discussions, case studies, tutorials, individual projects.

Instructional Materials and Equipments

Lecture rooms, computer lab, white boards and white board markers

Assessment:

Type	Weighting
Continuous Assessment Tests	40 %
Examination	60 %
Total	100 %

Core Text:

1. Begg. C., & Connolly T. (1999). *Database Systems A practical Approach to Design, implementation, and Management 2nd Edition* . Addison Wesley Longman Ltd, U.K.
2. Halsal, F. (2005). *Computer Networking and the Internet, 5th Edition*. Pearson Education Ltd. England
3. Duckett, J. (2011). *Web Design and Internet Programming*.